

# ZAPPER<sup>®</sup>

**A WHOLE DIFFERENT CALIBER OF EXCITEMENT!**



**Nintendo**

ENTERTAINMENT  
SYSTEM<sup>®</sup>

NINTENDO OF AMERICA INC.  
P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

Printed in Japan

**Nintendo**

ENTERTAINMENT  
SYSTEM<sup>®</sup>

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*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.*



**To Order By Phone****(Requires VISA or MASTERCARD ONLY; NO C.O.D. Orders)**

Call: 1-800-255-3700 4:00A.M. to 10:00P.M. Pacific Time (MON. to FRI.)

Please have your VISA or MASTERCARD card number and expiration date ready.

**To Order By Mail****1. Please complete the following:**

Name \_\_\_\_\_ Phone (     ) \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**2. Enclose Money Order or Credit Card Authorization for total amount due.**

If paying by VISA or MASTERCARD:

Please charge total amount due of \$ \_\_\_\_\_ to my:

(VISA or MC?) \_\_\_\_\_ Card # \_\_\_\_\_ Expiration Date \_\_\_\_\_

Name on Card (Print) \_\_\_\_\_ Signed \_\_\_\_\_

- 3. Mail to:** Nintendo of America Inc.  
4820-150th Avenue N.E.  
Redmond, WA 98052

Allow 6—8 weeks for delivery. We cannot accept cash, stamps, personal checks, or C.O.D. orders. Prices are applicable within the United States only and are subject to change without notice.

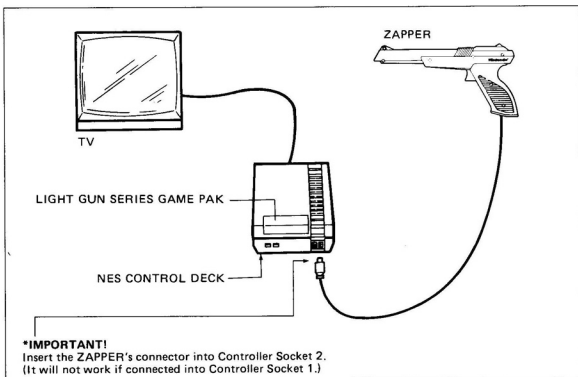
**CHAPTER I****ZAPPER®****INSTRUCTION MANUAL**

The ZAPPER is a new type of light gun that challenges your reflexes and quick judgment. It combines a light-sensitive gun with video-game fun. To play with the ZAPPER, you need:

- 1) The NINTENDO ENTERTAINMENT SYSTEM® (NES)
- 2) A Light Gun Series Game Pak.

**NEED HELP?****NINTENDO CONSUMER ASSISTANCE TELEPHONE HOTLINE****1-800-255-3700****(MON to FRI, 4:00A.M. to 10:00P.M., PACIFIC TIME)****NINTENDO OF AMERICA INC.****©1988, 1989 NINTENDO**

## 1. CONNECTING THE ZAPPER TO THE NES



### NOTE:

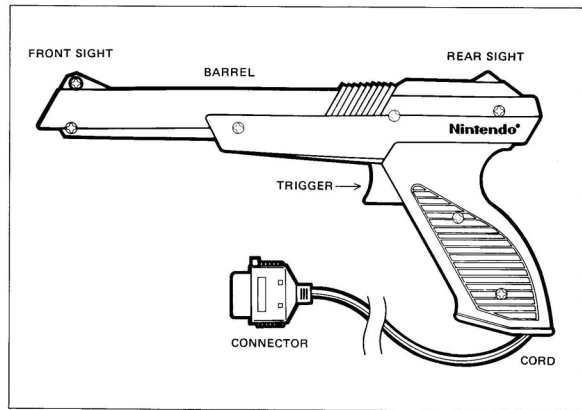
Your NES Control Deck should be connected in accordance with the directions given in the NES Instruction Manual.

## NINTENDO ENTERTAINMENT SYSTEM CONSUMER PARTS LIST & ORDER FORM

Nintendo Part No.	Part Name	Price	Quantity	Amount of Purchase
202	AC Adapter	\$12.00		
203	RF Switch	11.00		
204	Controller	15.00		
206	300/75Ω Converter	3.00		
207	75/300Ω Converter	3.00		
208	Audio/Video Cable	4.00		
2454	Control Deck Instruction Manual	1.75		
2463	R.O.B. Instruction Manual	1.75		
2460	Zapper Instruction Manual	1.75		
6740	Advantage Instruction Manual	1.75		
388	+ R.O.B. Filter Lens	1.00		
151	+ R.O.B. Battery Cover	1.00		
216	* Gyros (2, sold as set)	8.00		
217	* Gyro Holder	3.00		
218	* Gyro Tray	5.00		
219	* Gyro Spinner	10.00		
220	* Gyro Hands (2, sold as set)	2.00		
213	* Colored Blocks (5, sold as set)	3.00		
214	* Block Trays (5, sold as set)	3.00		
215	* Block Hands (2, sold as set)	2.00		
370	* Stack-Up Accessories Tray	1.00		
316	Game Pak Sleeve	1.00		
5581	Joystick Knob (NES Advantage)	3.00		
5582	Turbo Rate Adjustment Knob	1.00		
6748	3D Glasses (cardboard)	2.00		
XXX	Game Pak Manual (please specify)	1.25		
XXX	Game Maps (please specify)	1.00		
SUB TOTAL				
WASHINGTON STATE RESIDENTS ONLY ADD 8.1% SALES TAX				
POSTAGE & HANDLING (\$2 for orders of \$4 or more, 50¢ for orders of less than \$4)				
TOTAL AMOUNT DUE				

(+ Robotic Operating Buddy Replacement Part)  
(\* Robot Game Pak Replacement Part)

FOR ORDERING INSTRUCTIONS PLEASE SEE NEXT PAGE.



## 2. OPERATION OF THE ZAPPER

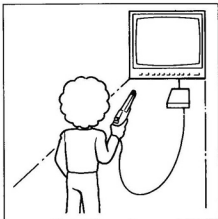
### ► Range: Approximately 6 feet

The range of the ZAPPER depends on the size of the TV screen, the TV adjustment, and surrounding light.

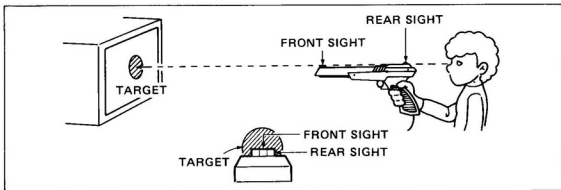
### ► Target: TV Screen

The ZAPPER works by receiving the light from the screen.

The contrast and brightness controls of the TV must be adjusted properly or the shots may not register. (The characters should be as bright as possible while the background areas should be as dark as possible.)



### ► How to Aim



Point the ZAPPER toward the target and aim so that the target, the front sight, and the rear sight are all aligned.

### ► Game Selection

Point the ZAPPER away from the screen and shoot. The arrow will move from one game to another.

When the arrow points to the game you want, shoot directly at the screen. The game will start.

## ● WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## 2. REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the Zapper develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the Zapper and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective Zapper and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.

If after personal inspection, the Nintendo Service Representative determines the Zapper cannot be repaired, it will be returned and your payment refunded.

## 1. 90-DAY LIMITED WARRANTY ZAPPER

### ● 90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Zapper Light Gun ("Zapper") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective ZAPPER or component part, at its option, free of charge.

To receive this warranty service:

- 1) DO NOT return your defective merchandise to the retailer.
- 2) Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Friday. Please do not send your defective components to Nintendo before calling the Nintendo Consumer Service Department.
- 3) If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Zapper, and return your Zapper FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period, to:

Nintendo of America Inc.  
NES Consumer Service Department  
4820-150th Avenue N.E.  
Redmond, WA 98052

This warranty shall not apply if the Zapper has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## 3. IF THE ZAPPER DOES NOT OPERATE

Check that you have plugged the Zapper connector into Controller Socket 2.

If the TV is not adjusted properly, the ZAPPER may seem unresponsive. If this occurs, use the TV controls to adjust the brightness and contrast. Make the game menu as bright as possible while keeping the background as dark as possible.

The ZAPPER may not work properly if the sun or some other strong light is shining on the screen or on the ZAPPER itself. In such cases, you may need to close the curtains, turn off the strong light source, or face your TV in a different direction.

### ► Precautions:

- 1) Do not pull or tug on the ZAPPER cord, or swing the ZAPPER around.
- 2) Do not drop or strike the ZAPPER. Use it with care.
- 3) Do not point the ZAPPER toward the sun.

## 4. CARE OF THE ZAPPER

To clean the ZAPPER and its lens, use a soft, dry cloth. Do not wipe the ZAPPER with volatile cleaners such as paint thinner, benzene, or alcohol.

## CHAPTER II

### WARRANTY AND SERVICE INFORMATION



## **WARNING**

### **DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System<sup>®</sup> ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationery scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.